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Wii™

nintendo Wi-Fi connection

Pokémon® Battle Revolution

The Pokémon Company Nintendo®

INSTRUCTION BOOKLET MODE D'EMPLOI FOLLETO DE INSTRUCCIONES

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING – Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠ WARNING – Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION – Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

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REV-P

You may need only simple instructions to correct a problem with your product. Try our website at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available online or over the telephone, you will be offered express factory service through Nintendo. Please do not send any products to Nintendo without contacting us first.

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Playing DS Battle Mode 13
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Basic Controls

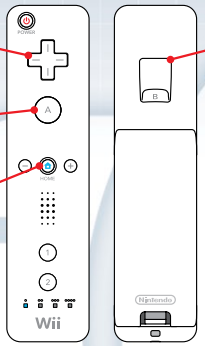
Wii Remote

+ Control Pad
Select an option or panel

A A Button
Confirm selection

HOME Button
Displays HOME Menu

※ For more information, please refer to the Wii operations manual, Channels and Settings.



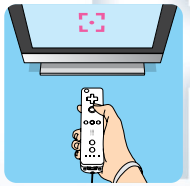
B B Button
Cancel selection
Back to the previous screen

※ The button use described in this Instruction Booklet is when the Wii Remote is set to Type A [see page 3].

※ Controls of the Wii Remote can be changed under Options [see page 3].

Moving and selecting with the Poké Ball Pointer

When you point at the screen using the Wii Remote, a Poké Ball pointer [ ] is displayed and you can select panels by using it. Press A to confirm when a selected panel is highlighted orange.



※ To point at a specific area on the screen using the Wii Remote is called "pointing."

※ The message "Communications with the Wii Remote have been interrupted" is displayed and the game pauses when communication has been interrupted. Press any button on the Wii Remote while pointing it at the screen. You may need to replace the batteries.

⚠ CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- Make sure all players put on the wrist strap properly when it is their turn.
- Do not let go of the Wii Remote during game play.
- Dry your hands if they become moist.
- Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.
- Stay at least three feet from the television.

Highlight

In Pokémon Battle Revolution, the panel you pointed at last will be highlighted. Once a panel is highlighted,

you can confirm your selection by pressing A, no matter which direction the Wii Remote is pointed. Pressing A while a specific panel or item is highlighted is called confirming. Remember this, as the word confirm is used throughout this booklet.

Starting the Game

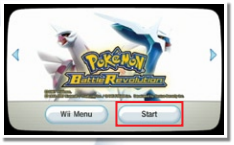
Insert the Pokémon Battle Revolution Game Disc into the Wii console's Disc Slot. If the power is off, this will turn your Wii console on. You will see the screen shown on the right. Press A to continue.

WARNING-HEALTH AND SAFETY
BEFORE PLAYING, READ YOUR OPERATIONS MANUAL FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.
Also online at www.nintendo.com/healthsafety/
Press A to continue.

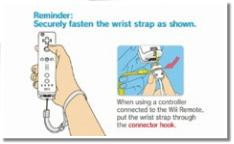
※ You can insert the Game Disc even if the power is already on.

Press A while pointing at the Disc Channel on the Wii Menu. After selecting the Disc Channel, your Wii may need to be updated. If so, please select OK. Once your Wii has been updated, you will be returned to the Wii Menu screen. Select the Disc Channel, and follow the directions displayed on the screen.

The Channel screen will be displayed. Point at Start and press A.



The Wii Remote wrist strap screen will be displayed. Press A once you are ready.


Reminder:
Securely fasten the wrist strap as shown.
When using a controller connected to the Wii Remote, put the wrist strap through the connector hook.

Press any button (except for HOME on the Wii Remote) on the title screen. After that, the control info will be displayed. Follow the directions shown on the screen.

Select a game mode on the root menu screen.

Colosseum Mode..... Page 4
DS Battle Mode..... Page 13
Options..... Page 3

Pressing B returns you to the title screen.

※ 29 blank blocks are needed in the Wii system memory to save the game.

※ See the Wii Operations Manual for how to delete files in the Wii system memory.

※ Up to 4 save files can be created in Colosseum Mode.

※ Do not turn off the power of the Wii console while saving console as it could cause problems with your save files.

About Each Mode

Colosseum Mode

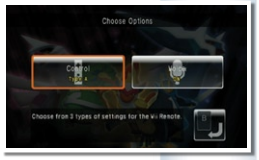
You will battle in various Colosseums located throughout Pokétopia (see page 10) using various Battle Passes (see page 4). You can also use the Pokémon you've raised in Pokémon Diamond and Pokémon Pearl (sold separately) by copying them to the Wii console (see page 6). Also, you can battle with various people using Nintendo Wi-Fi Connection (see page 15).

DS Battle Mode

Two to four players can battle using their DS systems as controllers while battling with their Pokémon from Pokémon Diamond and Pokémon Pearl. You can choose from various types of battle-rule sets when you play (see page 13).

Options

You can change the game's settings. Point at the panel you want to change, then press Ⓐ to confirm.



Announcer's voice: Turn the announcer's voice on or off during a battle.

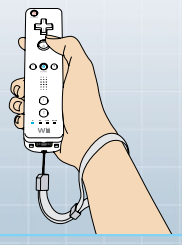
How to Control: You can choose one of the following three control types:

Type A: Hold the Wii Remote vertically. Press Ⓐ to confirm and Ⓑ to cancel.

Type B: Hold the Wii Remote vertically. Press Ⓑ to confirm and Ⓐ to cancel.

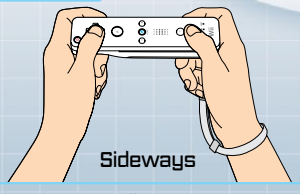
Sideways: Hold the Wii Remote horizontally. Press ② to confirm and ① to cancel.

Vertical Position



Type A and B

Horizontal Position



Sideways

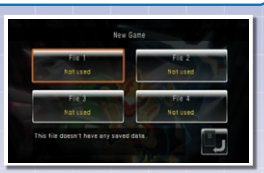
※Poké Ball pointer is not used.

Colosseum Mode

New Game

The New Game option will take you to the save file screen (see page 5). Choose from one of the four files to save to and then Colosseum Mode will start.

※Please note, if you start the game by selecting New Game, you will overwrite the saved file you have chosen.



When the Ⓐ appears on-screen, press Ⓐ to scroll through text as it appears. During the opening of the game, you will be asked to enter your name. Point at the letters on the screen and confirm your selections with Ⓐ.

Name

Switch entry mode

◀ ▶

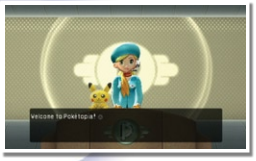
Delete

Confirm

Point at Yes and confirm your selection with Ⓐ.

※Your name cannot be altered once confirmed.

After you arrive at Pokétopia, a lady at the reception desk will give you instructions. During the instructions, she will give you a Battle Pass. Choose one of the Rental Passes available (see page 9). After the instructions, the screen will switch to the Colosseum Mode menu screen (see page 5).



Continue

You can continue a saved game (see page 5).

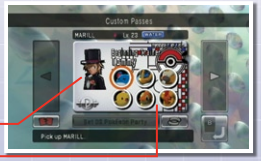
※In this game, saving is always done on the Save menu.

※You can choose Continue once you have saved your game for the first time.

※Pokémon Battle Revolution save files cannot be transferred to an SD Card.

Battle Pass

A Battle Pass is a card that contains Trainer and Pokémon information. Battle Passes are necessary in order to battle in Pokétopia. You can reset any passes you've created with the reset pass panel.



Trainer

Pokémon

In Pokétopia, a Trainer and Pokémon that are set on a Battle Pass can enter battles. You can freely change the clothes or catchphrases (phrases spoken during a battle) of the Trainer on the Battle Pass (see page 7).

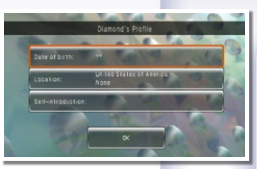
Colosseum Mode Menu Screen

- Storage [→see page 6]
- Battle Pass [→see page 7]
- Battle [→see page 9]
- Nintendo WFC [→see page 15]
- Shop [→see page 11]
- Profile [→see below]
- Save [→see below]

Profile

● Profile

You can edit your information. Point at the information you want to edit and press Ⓐ to edit.



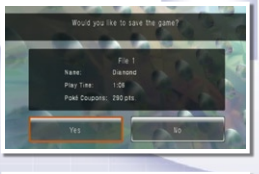
Date of birth ..... You can enter your birthday.
Location ..... You can enter your location. Choose the first letter of your location and select from the list.
Self-introduction ..... You can introduce yourself. Maximum 48 letters.

Save

In Save, you can save your progress in the game. When you choose Continue (see page 4) from the title screen, you can play a saved game. Also, you can save a Battle Pass to a Wii Remote or load Battle Pass data that is in a Wii Remote.

● Save

Choose Yes (shown to the right) to save a game.



To return to the title screen, first choose whether you want to save the game, then select Quit.

※ To delete files in the Wii system memory, please refer to the Wii operations manual.

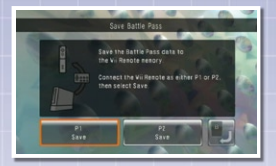
※ Pokémon Battle Revolution data cannot be transferred to an SD Card.

● Save or Load a Battle Pass

You can save a Battle Pass to a Wii Remote. A Battle Pass saved in this way can be taken with you. If you play Pokémon Battle Revolution on a different Wii console, you can use the saved pass in Free Battle. Please follow the instructions shown on the screen to save or load a Battle Pass.

※ Do not turn off the power of the Wii console while saving as it could cause problems with your save files.

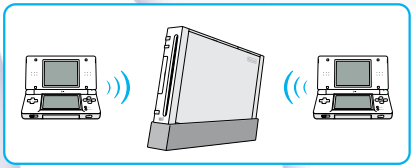
※ If there's other data on the Wii Remote (aside from Mii data), it may be overwritten.


Save Battle Pass
Save the Battle Pass data to the Wii Remote memory.
Connect the Wii Remote as either P1 or P2, then select Save.
P1 Save
P2 Save

Load Battle Pass
Read a Battle Pass from a Wii Remote's memory.
Connect the Wii Remote which has the Battle Pass data of the other players. They will need to be connected as either P1 or P2.
Read P1's Data
Read P2's Data

Connecting to the Nintendo DS

These are the instructions on what to do when you want to connect to your Nintendo DS.



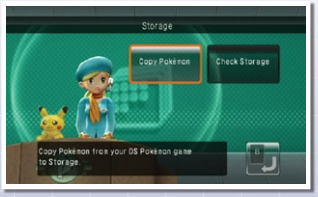
■ Necessary items

- Wii console.....1
- Nintendo DS or Nintendo DS Lite (sold separately) ..... Number of players (max. 4)
- Wii Pokémon Battle Revolution game disc 1
- Nintendo DS Pokémon Diamond or Pokémon Pearl game card (sold separately)..... Number of players (max. 4)

Order of operation differs from mode to mode. Please see page 6, 11, and 13 for more information.

Copying Pokémon to Storage

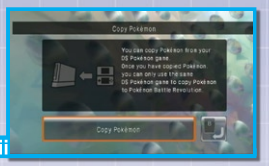
Storage is where you save Pokémon you have copied to the Wii console. You can copy Pokémon data from Pokémon Diamond and Pokémon Pearl to Storage.



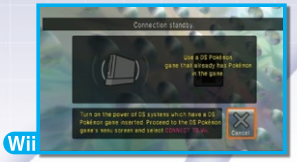
※ After being copied to the Wii console, your Pokémon will remain in the DS. Pokémon holding items will also be copied. You cannot earn experience points from the battles in Pokémon Battle Revolution.

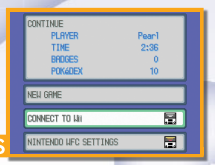
● Copy Pokémon

Choose Copy Pokémon, shown on the screen to the right.

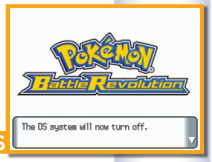


Once the screen displays connection standby, turn on Pokémon Diamond or Pokémon Pearl, choose "CONNECT TO Wii" on the Diamond/ Pearl main menu screen and confirm with Ⓐ. The Pokémon in Pokémon Diamond or Pokémon Pearl will be automatically copied.





Do not turn the DS or Wii console's power off while it's reading data. When the screen below appears, copying is complete. Follow the instructions on the screen and turn off the DS's power.



● Check Storage

You can check Pokémon that you copied. Also, you can search through them.

About Connection Errors

An error message could appear occasionally. Follow the instructions on the screen when this happens.

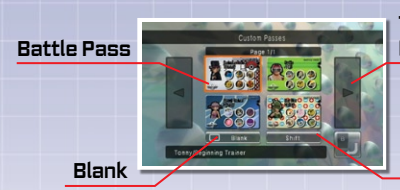
Battle Pass

There are three types of Battle Passes: Custom Passes are created from Pokémon copied from Pokémon Diamond and Pokémon Pearl, Rental Passes are lent to you in Pokétopia, and Friend Passes are given to you by friends.

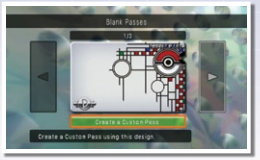
● Custom Passes

You can create Custom Passes using Pokémon you've copied to Storage.

※ You cannot create a Custom Pass unless you have Pokémon in Storage [see page 6].



After copying Pokémon, when you choose Battle Pass for the first time, instructions on how to create Custom Passes will appear. Choose your favorite design and then choose Create Custom Pass at the bottom of the screen. Choose your character using ▲▼, confirm your selection then enter a name. Now, you are ready.



※ A Blank Pass is a Pass that nothing has been set on it yet.
※ Choose Set DS Pokémon Party if you want to set your party Pokémon from Pokémon Diamond or Pokémon Pearl.
※ You cannot battle without setting Pokémon on Custom Passes.

● Editing Battle Passes

Point and choose the Battle Pass you would like to edit. If you need to edit the Trainer, point at the Trainer. If you need to edit a Pokémon, point at that Pokémon.

※ Rental Passes can only be edited in Rental Pass, and Custom Passes can only be edited in Custom Pass. You cannot interchange Pokémon from Rental Passes with those from Custom Passes.

● Editing the Trainer

Once you choose a Trainer, choose the content you'd like to edit.

※ Appearance, Catchphrases, and Pass Designs will increase as the game progresses.

● Editing Pokémon on Custom Passes

Choose the ◯ icon on a Battle Pass and confirm that you want to edit the Pokémon on the Battle Pass.

Switch Pokémon

Select a Pokémon first. Then, confirm while holding the Pokémon over an already-set Pokémon on the same Pass or after moving to another Pass.

Setting Pokémon

If you confirm over a blank ◯ icon, you can set a Pokémon from Storage.

Switch with Pokémon in Storage

After selecting and confirming the Storage panel, choose a Pokémon in storage, and confirm your selection with the Shift with (Pokémon name) panel to switch.

Summary/Remove

Confirm on the Summary panel to check the stats and moves of the selected Pokémon. Confirm on the Remove panel to remove the Pokémon from the pass.

※ Copied Pokémon will be moved to Storage.

● Rental Passes

You can check Rental Passes or edit the Trainers on them. You can switch Pokémon between different passes in Rental Pass.

※ You cannot set Pokémon from Storage to a Rental Pass.

● Friend Passes

You can check Battle Passes you've gotten from friends or from battling on Nintendo WFC. You cannot edit Friend Passes.

● Search

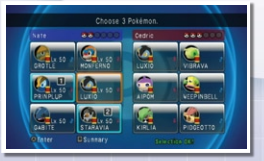
You can search for Pokémon by specific topics.

Battle

You can enjoy various battles using Battle Passes.

● Colosseum Battle

You can challenge various Colosseums in Pokétopia (see page 10).



● How to start a battle

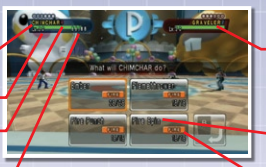
Point at a Pokémon and then confirm your selection. The order in which you select the Pokémon is the order that they will battle. You can cancel a selection by pointing at the selected Pokémon and confirming it again.

※ The number of Pokémon varies depending on Colosseum rules.

● About battles

FIGHT ..... Attack using Pokémon moves.
POKéMON ..... Switch Pokémon or check their stats.
GIVE IN ..... Quit the battle.

● What you will see on the battle screen



HP (Hit points) ..... Pokémon's health. When its HP reaches 0 upon receiving damage, the Pokémon faints and can no longer battle.

PP (Power points) ..... The number of times that a Pokémon can use its move. When a move's PP reaches 0, the Pokémon can no longer use that move.

Pokémon's Gender ... ♂ is male; ♀ is female. Not all Pokémon genders are known.

● Quicksave or retire

After each victory at a Colosseum, you are asked if you want to continue battling.

● Free Battle

Battle with Friend Passes obtained from others, or battle with two players. When you choose Two Players battle and One Wii Remote, hand the Wii Remote to P2 after P1 has chosen their move.

● List of move controls

1st move	✚	Shift Pokémon	Ⓐ
2nd move	✚	Give In	2
3rd move.....	✚	Moves Info	−
4th move	✚	Pokémon	+

● Battle Tutorial

You can check detailed information and tips about Pokémon battles.

Pokétopia

Colosseum

Pokétopia is a Pokémon-battle theme park that everyone should visit at least once in their life. There are various Colosseums, each with their own conditions for you to clear. You can receive various presents upon clearing each Colosseum. There are many Colosseums and battle rules in Pokétopia. Clear them all to battle the best Trainers.

● About Perfect Points

In a battle against a Trainer other than a leader, if you win without having any of your Pokémon faint, you can earn one Perfect Point. Upon clearing a Colosseum, you can earn Poké Coupons depending on how many Perfect Points you earned. When you lose a battle, you will be asked if you'd like to continue. If you answer Yes, you can battle the same Trainer again by using one point. If you answer No, you will retire and will go back to the menu.

※ Perfect Points will be reset if you clear a Colosseum or retire.
※ There are some battles where you cannot continue.

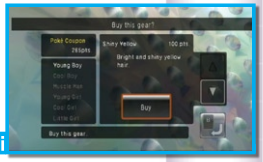
Poké Coupons and the shop

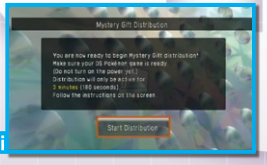
When you clear each Colosseum, Poké Coupons are given to you as a reward. If you collect Poké Coupons, you can purchase various goods at the shop.

● Gear

You can purchase gear to use on your Battle Pass Trainers.

● Mystery Gift



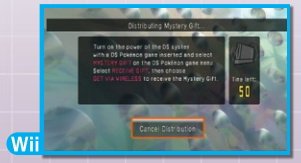


You can purchase some items with the Poké Coupons and send them to Pokémon Diamond or Pokémon Pearl. The amount of items you can purchase will increase as you progress in the game (see page 6). If you purchase a Mystery Gift, instructions will appear on the screen. After reading the instructions, choose Next. When the screen shown on the right appears, prepare your DS with Pokémon Diamond or Pokémon Pearl in it.

※ Do not turn on the DS power yet.
※ You cannot receive Mystery Gifts unless you have a DS and Pokémon Diamond or Pokémon Pearl. You cannot save the purchased Mystery Gifts in the Wii, so please be prepared before you start the distribution.

Save the game before the distribution starts. Then choose Start Distribution on the screen.

If the screen shown to the right appears, turn on the DS's power and choose MYSTERY GIFT from the Diamond/Pearl main menu screen.



On the DS, choose GET VIA WIRELESS. You will start receiving the gift. After distribution is complete, follow the instructions on the screen and turn off the DS's power.

A Mystery Gift will be sent together with a Wonder Card. If you have three Wonder Cards in Pokémon Diamond or Pokémon Pearl already, you cannot receive a new one. Choose TRASH so that you will have no more than two cards before receiving.

※ Discarded cards cannot be retrieved.

Gifts can be received from the deliveryman in any Pokémon Mart in the game.

Rules

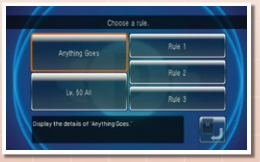
Lv. 30 Open and Lv. 50 All

In Pokétopia, there are two rules that determine Pokémon's levels for the battle.
※ Some Colosseums only have Lv. 30 Open

Lv. 30 Open (Colosseum Mode only)
If the highest level of your own Pokémon is below Lv. 30, the opponent's Pokémon will all be Lv. 30. If your own Pokémon is Lv. 30 or higher, the opponent's Pokémon's levels will become the same as your highest level Pokémon.

Lv. 50 All
Your Pokémon that are below Lv. 50 will become Lv. 50, and the ones that are above Lv. 50 will also become Lv. 50. (You can still use any moves they know.) The opponent's Pokémon's levels will also become Lv. 50.

● Battle Rules

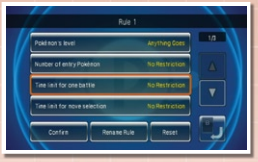


In Free Battle (see page 10) or DS Battle Mode (see page 13), you can set rules prior to the battle. Also, you can save custom rules.

Anything Goes ..... You and your opponent can both battle freely.
Lv. 50 All ..... You can double-check the Lv. 50 All rules.
Edit Rule (Rule 1~3) .... You can create up to three rule sets and save them.

● Edit Rule (Rule 1–3)

In order to change a numeric value, point at ▲▼ and confirm. Allow or Disallow switches when you confirm the selection. You can name rules with the Rename Rule option. You can change rules back to their default status with the Reset option.



Playing DS Battle Mode

About DS Battle Mode

In DS Battle Mode, you can enjoy 3-D battles using your DS and your Pokémon Diamond or Pokémon Pearl Pokémon with two to four players (see page 6 for more details).

Two Player Battle..... One-on-one battle.

Tournament Battle ..... Three or four players can battle in a tournament battle.

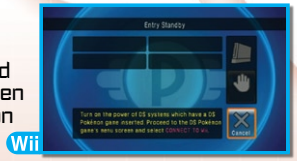
How to start DS Battle Mode

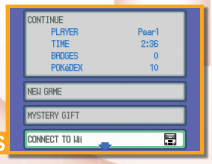
Choose DS Battle Mode on the root menu screen. Then, choose a saved file.

※ Use the Wii Remote for controls except when in battles.
※ You can play without having a save file in Colosseum Mode.
※ HOME cannot be used during DS Battle Mode.

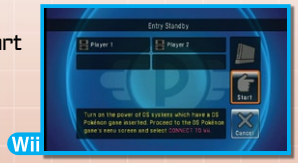
When the screen shown on the right appears, choose Start Entry.

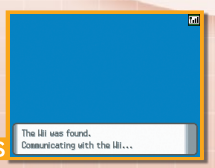
When Entry Standby appears on the screen, turn on the power of the DS with Pokémon Diamond or Pokémon Pearl in it. Then choose CONNECT TO Wii on the Diamond/Pearl Main Menu Screen.





Once you know who is participating, choose Start on the Wii console.





※ In a Tournament Battle, the combination of the battling players will be decided by the order in which the players are confirmed.

In the DS Battle Mode lobby, choose the battle style, Colosseum, and rules. In the Rules option, you can create up to three of your own rule sets and save them. Then, choose participating players and finally the Pokémon.

※ You can choose to battle in Colosseums you've cleared in Colosseum Mode.

Once the battle starts, controls are transferred to the lower screen of the DS.

※ You cannot gain Experience Points.

In order to use a move, touch FIGHT on the lower screen of the DS, or choose FIGHT using the + Control Pad and confirming with the A Button. On the next screen, touch the move you'd like to use, or choose it using the + Control Pad and confirming with A Button. If it's a Double Battle, choose which Pokémon you want to use your move on.

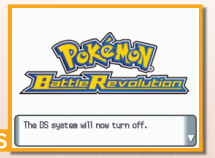
※ CANCEL will take you back to the previous screen.

In order to switch Pokémon, touch POKéMON, or choose POKéMON using the + Control Pad and confirming with A Button. On the next screen, choose the Pokémon you'd like to shift with, and confirm with "SHIFT."

In order to check a Pokémon's summary or moves, touch POKéMON, or choose POKéMON with the + Control Pad and confirm with the A Button. After choosing the Pokémon that you want to see, touch SUMMARY or CHECK MOVES to check.

To quit a battle by giving up, touch GIVE IN, or choose GIVE IN with the + Control Pad and confirm with the A Button. Follow the instructions on the screen.

In order to battle again, choose Battle Again. In order to change participating members, choose Change Players. Choose Change Rules to return to the Colosseum section screen where you can change the rules. Choose Back to Lobby if you want to return. When you quit, follow the instructions on the DS screen.



● What you will see on the battle screen in a Two Player Battle

Nintendo Wi-Fi Connection

Wi-Fi Battle is the mode where you use Nintendo Wi-Fi Connection and battle with people far away. In order to enjoy a Nintendo WFC Battle, you need the following equipment and setup.

Necessary items

- Wii console, Wii Remote 1
- Wii Pokémon Battle Revolution Game Disc 1
- Broadband enabled Internet connection

Internet connection using wireless LAN

·Access point, or Nintendo Wi-Fi USB connector (sold separately).
·DSL or cable.

Internet connection using LAN

·Wii LAN adaptor, LAN cable (sold separately).
·Broadband Internet connection such as broadband router, or cable.

※ For detailed instructions concerning connection, please refer to the Wii Operations Manual, Channels and Settings (Wii Settings and Data Management).
※ For the details on equipment compatible with Nintendo Wi-Fi Connection, please refer to www.nintendowifi.com.

Wi-Fi settings

In order to connect to the Internet, you need to set up your connection to Nintendo Wi-Fi Connection. Choose Wi-Fi Options from the Wii Menu.

※ Please refer to the Wii Operations Manual, (Wii Settings and Data Management) .

If you cannot connect

If you cannot connect to Nintendo Wi-Fi Connection, error details and an error code will appear on the screen. Please refer to the Troubleshooting section in the Wii Operations Manual, or go to support.nintendo.com for more information.

Nintendo Wi-Fi Connection is an online game-play system provided by Nintendo for people to connect and play games worldwide.

※ The nickname you use will be seen by others when playing multiplayer games using Nintendo WFC.
※ To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, e-mail or home address when communicating with others.
※ The End User License Agreement which governs Wii online game play and sets forth the Wii Privacy Policy is available in the Wii console's System Settings and online at http://www.nintendo.com/consumer/systems/wii/en_na/privacy.jsp.

Wi-Fi Battles

Pokémon Battle Revolution allows you to connect to people far away using Nintendo Wi-Fi Connection.

Nintendo WFC
Wi-Fi Battle
Friend Roster
Enjoy Pokémon battles with players who are connected to Nintendo Wi-Fi Connection.

There are two kinds of Wi-Fi Battles:

· Battle with Someone (see below).
· Battle with a Friend whose Friend Code you have registered (see page 17).

It will be a one-on-one battle, choose Single Battle or Double Battle.

※ When you connect to Nintendo Wi-Fi Connection, your player name, Trainer name, or Pokémon nickname may be seen by others. To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, e-mail or home address when communicating with others.

If you confirm Wi-Fi Battle from the Nintendo WFC menu, the screen shown on the right will appear.

If you're successfully connected to Nintendo WFC, the Wi-Fi menu screen shown on the right will appear.

Wi-Fi Battle
Battle with Someone
Battle with a Friend
In Battle with Someone, your opponent is selected randomly from players who are connected to Nintendo Wi-Fi Connection.
Exit

● Battle with Someone

You can battle with someone who is also looking for an opponent.

※ The original name of the Pokémon, not its nickname, will be displayed.
※ Edited catchphrases will not be shown during battles, however, preset catchphrases will be shown.
※ If you have 60 Friend Passes, you cannot add or register the opponent's Friend Pass that you traded (see page 9).

Choose a Colosseum, then choose Single Battle or Double Battle. Next, choose the Battle Pass you want to use.

※ The level rule is Lv. 50 All only.

When asked if you would like to search for an opponent, answer Yes, and the search will begin. When an opponent is found, the battle begins.

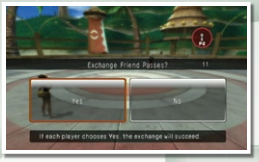
Remaining time to enter move selection

When you battle with someone, the time limit to enter a move is 60 seconds. After 60 seconds, the move will be determined automatically.

After the battle, the options shown on the right will appear. If both players choose Yes, you can battle with the same opponent again.

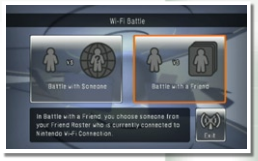
If one chooses No, a question asking you if you want to exchange Friend Passes will appear on the screen. If both choose Yes, your Friend Passes will be exchanged.

※ If you already have 60 Friend Passes, you cannot add more Friend Passes, even if you exchange (see page 9).



● Battle with a Friend

You can battle with a friend who is registered on your friend roster. On the Wi-Fi Battle screen, if you choose "Battle with a Friend" and confirm, a screen will show the connection status of your friends. Here, you can check the connection status of your friends (Not connected, Stand by, Seeking someone to battle).



● When you host a battle

First, choose Invite in the Battle with a Friend Lobby. Next, choose a Colosseum, then select the rules, battle style, and confirm your selection.

※ Even if you set the time limit for one battle option in Rule 1–3, it won't be applied when you are battling with a friend.

Choose the Battle Pass that you want to use for the battle, the screen then returns to the Battle with a Friend Lobby. Your own connection status will change to Seeking Someone to Battle. Here, if you press the Change Battle Conditions panel, you can change the battle conditions.

If you're successfully connected to Nintendo WFC, the menu screen shown on the right will appear.

If the opponent asks for a battle, the battle begins. After the battle, both players will automatically exchange Friend Passes.

※ If you already have 60 Friend Passes, you cannot add more Friend Passes, even if you exchange (see page 9).

● Applying for and Joining a battle

If your friend is seeking someone to battle, you can join them and battle. Simply choose a friend from the list of those that are "Seeking someone to battle. " The following screen will appear.

After checking the rules, choose a Battle Pass to use in the battle.

When preparation is complete, the battle starts.

Friend Roster

Check and register your friend's information here.

● Friend Roster

If both players are registered as friends with each other, their name will appear. If only one party enters a friend code, the name will appear as "?????." If you choose that friend, you can check their information. Also, you can delete them from the list.

● Friend code entry screen

You can enter a friend code

※ You cannot enter friend codes without connecting to Nintendo WFC.

※ You can register up to 30 friend codes.

● Your friend code

You can check your friend code.

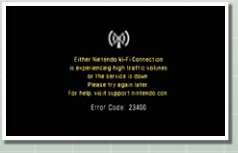
※ Your friend code will not appear unless you have connected at least once to Nintendo WFC.

※ cannot be used when using Nintendo Wi-Fi Connection.

※ Your friend code is different from your Wii number.

※ You cannot use your friend codes from Pokémon Diamond or Pokémon Pearl in this game.

When Nintendo WFC is busy, the screen shown on the right may appear. If this happens, please wait a little while, then try to connect again.


Either Nintendo Wi-Fi Connection is experiencing high traffic volumes or the service is down.
Please try again later.
For help, visit support.nintendo.com
Error Code: 23400

Nintendo Wi-Fi Connection allows multiple Pokémon Battle Revolution owners to play together over the internet—even when separated by long distances.

- To play compatible games over the Internet, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Wii console. Please see the Nintendo Wi-Fi Connection instruction booklet, available at www.nintendo.com/consumer/manuals if you need directions on setting up your connection.
- To complete the Nintendo WFC setup, you will also need access to a PC that has a wireless network device installed (such as a wireless router) and an active broadband Internet account.
- If you do not have a wireless network device installed on your PC, you can order a Nintendo Wi-Fi USB Connector (sold separately) directly from Nintendo.

For additional information on the Nintendo WFC, setting up your system, visit support.nintendo.com (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).

NOTES